

CLAIMS

1. An image processing unit comprising a first storage device for storing texture data, a second storage device for storing a part of said texture data, and a processing section for executing image processing based on the texture data in said second storage device, where said processing section updates the texture data by reading the texture data from said first storage device and writing that data to said second storage device in a predetermined case.
2. The image processing unit according to Claim 1, characterized in that said first storage device stores data including compressed texture data, and said processing section further comprises a data decompression circuit for decompressing the read texture data so as to write the decompressed data to said second storage device.
3. The image processing unit according to Claim 2, characterized in that said processing section further comprises a first-in-first-out storage device for receiving the read texture data, temporarily storing this data, and outputting the data to said data decompression unit.
4. The image processing unit according to Claim 1, characterized in that said processing section further comprises a palette transformation circuit for executing palette transformation when the texture data is updated.
5. The image processing unit according to Claim 1, characterized in that said processing section further comprises a mip map generation circuit for generating a mip map when the texture data is updated.

6. An image processing method using a first storage device for storing texture data and a second storage device for storing a part of said texture data so as to execute image processing based on said texture data in said second storage device, comprising an updating step for updating the texture data by reading the texture data from said first storage device and writing that data to said second storage device in a predetermined case.

7. The image processing method according to Claim 6, further comprising a data decompression step for decompressing the read texture data when the data stored in said first storage device is compressed texture data, characterized in that the decompressed data is written to said second storage device.

8. The image processing method according to Claim 6, further comprising a palette transformation step for executing palette transformation when the texture data is updated.

9. The image processing method according to Claim 6, further comprising a mip map generation step for generating a mip map when the texture data is updated.

Add
Add

h25

ADD
b1